

CURSOR

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Vol.6 No.9 May 1990

COMMODORE COMPUTER USERS GROUP (QLD) INC.

OUTLINING

MailBox

PageStream V.1.8

C-64 Machine Language Course

BYTES

WPerfect V. 4.1.11

MEETINGS

And many other Topics!

**Our Next Main Meeting will take place on Tuesday,
1st May 1990, at 8 pm (Libraries & Sales at 7 pm)
at the Bardon Professional Development Centre**

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C.C.U.G. (C) - INFORMATION

MAIN MEETING

The Main Meeting is usually held on the 1st Tuesday of the Month at the Bardon Professional Development Centre, 390 Simpsons Road, Bardon, starting at 8 pm.
Library: 7pm - 8pm & 9pm - 9.30pm.
Sales: 7pm - 8pm.

Entrance through the Centre's Car-park in Carwoola Street. Parking is not allowed in Centre's grounds!

The dates for upcoming meetings are

Tuesday, 1st May, at 8pm.
Tuesday, 5th June, at 8pm.
Tuesday, 3rd July, at 8pm.

Details of this month's topic can be found in the relevant section of this newsletter.

WORKSHOP MEETINGS

Amiga Workshop is held on the 2nd Sunday of the Month (1pm - 4pm) in the Ithaca RSL Hall, cnr. Nash and Elizabeth St, Rosalie.
Disk & Accessory Sales: 1pm - 3pm
Bring your own Amiga equipment.
For information ring 300 3477.

Details of this month's activities can be found in the relevant section of this newsletter.

C64/128 Workshop was also held at the same time and place as above but, because of falling attendances combined with the fact that we were unable to find somebody to act as coordinator for this meeting, we have reluctantly decided to discontinue this workshop meeting.

REGIONAL MEETINGS

CANNON HILL: Last Saturday of the month (Noon - 12pm) in the Cannon Hill State School. Ph. Don Friswell - 343 1735 a.h.

KINGSTON: 2nd Saturday of the month (1pm - 12pm) in the Kingston High School. Phone Alan Hill - 290 0264 a.h.

PINE RIVERS: 1st Sunday of the month (1pm - 5pm) in the Strathpine State High School. Ph. Barry Bean - 269 7390 a.h.

REDCLIFFE: 3rd Sunday of the month (1pm - 5pm) in the Masonic Hall, Sutton St. Ph. Dennis Underwood - 283 2175 a.h.

SHERWOOD: 2nd Friday of the month (7.30pm) in the Graceville State School. Ph. Leigh Winsor - 379 2405 a.h./ Philip Parkin - 818 1172 a.h.

PLUS/4 SUPPORT: - Clarence Stock is acting as support coordinator for Plus/4 owners. Ph. 397 8894 a.h.

GOODS & SERVICES

(At Main Meeting or by Mail)

AMIGA SPECIFIC:

Public Domain Disks 3½" (Amiga - Mail Order Only): \$5.00 ea (+\$2.00 P & P for up to 5 Disks)
Commercial Library Catalogue Disk: \$4.00 (+ \$2.00 P & P)
5¼" Blank Disks: \$9.00 per 10 (+ \$2.00 P & P)
3½" Disks: \$25.00 per 10 (RPS brand) or \$20.00 per 10 (Mark II) (+ \$2.00 P & P)
3½" Disk Boxes (80 disks): \$20.00 (+ \$5.00 P & P)
3½" Disk Labels (68x68mm) 4 sheets (= 48 labels): \$1.00 (+ \$2.00 P&P)
A500 Dust Covers: \$16.00 (+ \$2.00 P & P)
Amiga Beginners Guide: \$3.00
Amiga Dos Summary: \$3.00 (+ \$1.00 P & P, either item)

C64/128 SPECIFIC:

Public Domain Disks (C-64): \$3.00 ea (+ \$2.00 P & P up to 5 Disks)
Public Dom. Cassette Tapes (C-64): \$2.00 ea (+ \$1.00 P & P Per Order)
Commercial Library Catalogue Disk: \$3.00 (+ \$2.00 P & P)
5¼" Blank Disks: \$9.00 per 10 (+ \$2.00 P & P)
1541 'Drive & Disks Testing' Disk: \$2.00 (+ \$2.00 P & P)
1541 Drive Dust Covers: \$10.00 (+ \$1.00 P & P)
Disk Notchers: \$8.00 (+ \$1.00 P&P)
User Port Plug (Edge Connector): \$8.00 (+ \$1.00 P & P)
User Port Plug Backshell: \$3.00 (+ \$1.00 P & P)
User Port to Centronics cable: \$35.00 (+ \$1.00 P & P)
36-Pin Centronics Male Plug w. Backshell \$10.00 (+\$1.00 P & P)
Public Domain Instruction Book (C64): \$5.00 (+ \$1.00 P & P)
Starting With Disk Drives : \$2.00 (+ \$1.00 P & P)
C-128 Mem. Map: \$2.00 (+ \$1.00 P&P)
Macro Assembler Book: \$5.00 (+ \$1.00 P & P)
64 Sound & Graphics (by G.Perry): \$10.00 (+ \$2.00 P & P)
The Write Stuff (64 Word Processor), with Manual: \$18.00
BB Speller (for Write Stuff): \$12.00
BB Talker (for Write Stuff): \$12.00
(The above 3: each \$3.00 P. & P.)

GENERAL:

Back Issues of CURSOR : \$1.50 each
Address Labels (23 x 89 mm): \$14.00 per 1000 (+ \$2.00 P & P)
Ribbons for MPS-1000, GX/LX-80 Printers: \$7.00 (+ \$1.00 P & P)
Ribbons for MPS-1200/1250, Citizen 120-D Printers: \$10.00 (+ \$1 P & P)
Ribbons for Riteman C or F Printers: \$12.00 (+ \$1.00 P & P)

---> NOTE: Copying of Commercial Software is ILLEGAL, and is NOT ALLOWED at our Meetings!!! <---

MAILING ADDRESS

Please address all mail which is not related to *CURSOR*, including orders to:

C.C.U.G.(Q) Inc.
P.O. Box 274
SPRINGWOOD QLD 4127

Cheques to: C.C.U.G. (Q) Inc.

CHANGING YOUR ADDRESS?

Please advise our Secretary and *not* the Editor of *CURSOR*!

MEMBERSHIP

Membership Fees are as follows:

Joining Fee: \$10.00

Annual Membership Fee:

Ordinary* Membership: \$25.00
Country/Associate M'ship: \$15.00
Pensioner Membership: \$15.00
Family/Business M'ship: \$35.00

(* Within the B'ne Metropolitan Telephone District)

Library Fee: \$5.00

LENDING LIBRARY

It is a condition of use of our Book, Magazine & Software Lending Library that materials can only be borrowed for a period of 1 Month. If unable to attend the next meeting, members can either mail the borrowed material to the Group's P.O. Box (see above), or they may leave this material with their nearest Management Committee member (but please ring first!).

By following these simple rules, you assist your fellow members who may want to borrow the books or software which you are returning.

YOUR NEWSLETTER

CURSOR appears 11 times annually and is dependant on members' contributions for its content.

Address all Newsletter Mail (this includes ads for the *Bytes* column) to:

The Editor "CURSOR"
P O Box 384
ASHGROVE QLD 4060

Deadline for the June Issue is:

FRIDAY 27th APRIL!

Short articles (less than a page) and adverts for the *BYTES* column can be submitted in written or printed form, but we prefer to receive your articles on disk.

Please use *minimum* or *no* formatting in your articles. Do *not* indent paragraphs and use a *single* space after a comma, semi-colon or full stop.

If a specific page layout is required, include a printout in the desired format. Disks will be returned promptly and we pay return postage.

C64/128 Specific:

Supply your articles on a (1541) 5 $\frac{1}{4}$ " disk in the following format (in order of preference):
SEQ ASCII file, SEQ PET ASCII file, The Write Stuff, SuperScript/EasyScript, PaperClip/PocketWriter files saved with the SEQ save option, SpeedScript files saved with the SS converter program, option 2, (SEQ Standard ASCII file).

Sorry, but we are **unable to read or convert 1571 formatted disks**, nor are we able to convert GeoWrite, FontMaster or Bank Street Writer Files.

AMIGA Specific:

Supply your articles on 3½" disk in the form of an ASCII file or a WordPerfect file with *minimum* formatting.

Alternatively, if you own a modem, you can upload articles, news, gossip, etc. to the Group's BBS (Ph.808 7694 - CURSOR File Area)

Commercial Advertising

Rate is \$30.00 per full page, per issue. This rate is for A-5 size camera-ready copy only.

Production Credits

WordPerfect 4.1.11 - PageStream 1.8
The 64 Emulator II - GP Term -
Easy Ledgers - Epson SQ-850 Printer

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BULLETIN BOARD SYSTEM: (07) 8087694

SYSP:

Graeme Darroch - Ph. 209 1999
ASSISTANT SYSP - AMIGA:
Tom Yallowley - Ph. 251 5845
ASSISTANT SYSP - C64/128:
Craig Rawlins - Ph. 379 8957

Our BBS is part of the Fido Network (Node No. 3: 640/304), and can be accessed by our members at 300, 1200/75, 1200, 2400 bps and 9600 bps, using 8 data bits, 1 stop bit and no parity.

MANAGEMENT COMMITTEE

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Greg Perry - Ph. 366 3295

SECRETARY:

Mike Williams - Ph. 209 9084

TREASURER:

John Van Staveren - Ph. 372 3651

CHIEF LIBRARIAN:

Phil Guernsey - Ph. 378 9756

NEWSLETTER EDITOR:

Ralph De Vries - Ph. 300 3477

SUBGROUP LIAISON:

Alan Hill (S.Side)- Ph. 290 0264

Steve Hovelroud (N.S)- Ph. 298 5128

COMMITTEE MEMBERS

C-64/128 COORDINATOR:

Leigh Winsor - Ph. 379 2405

AMIGA COORDINATOR:

Robert Googe - Ph. 288 8863

AMIGA GURU:

Steve McNamee - Ph. 260 5827

SALES

C64/128 DISKS & ACCESSORIES:

Leigh Winsor - Ph. 379 2405

C64/128 PUBL. DOM. DISKS AND TAPES:

Doug MacLurkin - Ph. 358 4442

AMIGA DISKS & ACCESSORIES:

Ken Clem - Ph. 287 3698

AMIGA PUBLIC DOMAIN DISKS:

Mark Eckert - Ph. 891 5268

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EDITOR'S NOTES

MORE FOR LESS

Inspiration is running at a low ebb this month. I am in the throes of moving house and that tends to put newsletter production at a slightly lower level of priority!

The buying and selling of houses started me thinking about inflation and value for money. My previous house for 15 years has virtually quadrupled in price over this period. Think about it - roughly 400% inflation over this period. Yet we are still buying houses, because we have to live somewhere.

My first Commodore computer, the model 4016 PET, cost me \$1100 (plus \$120 for the Datasette, and it did not include a manual!) way back in 1981. If we work on the assumption that inflation has been running at the rate of some 250% over these nine years, my 16K PET would have cost me now some \$3000! At those prices computing wouldn't be such a very popular hobby today.

But of course we all know that computer prices have come tumbling down. Way back in 1983 we bought the first C-64s for \$700 - four times the memory of the PET, plus colour and sound. At present \$3000 will buy you a 1 Megabyte computer, two disk drives, analogue colour monitor, throw in a printer for good measure and you still have some small change left. Just think of it - from 16 Kilobytes to 1 Megabyte in 9 years, for the same money! Truly, computers are one of the few cases where we keep on getting more for less. I wouldn't like to predict what home computers will be like by the year 2000, but we can be fairly certain that they will be a lot more powerful, which

means even better value for money in terms of available memory and speed. Equally certain, names like C-64, MS-DOS and Amiga will be just memories from a distant past.

My 5 Megabyte Amiga now allows me to have all three parts of this newsletter in memory simultaneously and, if I so desire, I can at the same time be downloading articles from our Bulletin Board. My newly acquired hard drive means that the loading and saving operations have been cut down to just a few seconds in most cases. Truly a delightful combination, but we can be fairly certain that in two years from now all this will be old hat, because this industry is not resting on its laurels. Computer memory is getting cheaper all the time and micro chip designers manage to squeeze more and more instructions in less and less space.

Information storage devices are changing too. From tape to floppy disks to hard disks may seem rapid progress, but in the last resort all these devices have never proved to be 100% reliable and are unstable for long term storage, and thus we can be fairly certain that within the next couple of years we will see a crop of successors to these devices. They will offer more storage space, faster access times and, most important of all, greater reliability.

Yes, I do my fair share of whingeing about the high cost of software etc. but, all in all, isn't it rather nice to have a hobby which is getting cheaper all the time!

Ralph De Vries

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- See Us for Efficient and Courteous Service
- Fast Turnaround

WHILE-YOU-WAIT-SERVICES:

C-64 PCB REPLACEMENT - \$99.00
A500 PCB REPLACEMENT - \$129.00
KEYBOARD EXCHANGE - \$50.00

OTHER SERVICES:

AMIGA SWITCHABLE 1.2 - 1.3 ROM - \$60.00
AMIGA EXT. DRIVE BOOT SWITCH - \$50.00

Special Rates for Users Group Members!

LIBRARY NEWS

by Phil Guernsey

AMIGA NEWS

The amount of material in the Amiga Library has been expanded considerably, but we've cheated. I look after what is supposed to be the "commercial" library, but to increase the number of items to something closer to the demand each month, we have purchased the "Filletted Fish" collection of 49 disks of selected programs from the public domain and shareware collection assembled by the famous Fred Fish. (New members note that I am not joking; Mr F. Fish is a real American that several years ago started this PD collection which now numbers over 300.) I am busy trying to group these into batches of 2-4 disks to provide around another 15-20 borrowable packages. All the most well-known PD items are there covering all areas from utilities, sound/graphics, business and games. I will have a printout of the full contents of each disk available and full details will be on the Catalogue disk.

We've also added twelve commercial games to the Amiga collection by taking advantage of a special offer from the distributors ECP. The flip-side of the deal is that the only reason they let go of games for as little as \$5, which includes two disks and some fancy packaging in some cases, is that the games are pretty hopeless and no-one is buying them. However I have never seen much to indicate that many of our members pressing up against the software counter are very discerning (sorry if I offend some people but I can really say what I like about you all because I have little to fear that anybody will vote me out of this time-consuming elected

office!) and at least we can spread our meagre resources over a few more items. Here is a list of the new games:

Joe Blade
Power Play The Game of the Gods
Trivial Pursuit A New Beginning
Skyfox II The Cygnus Conflict
Extensor
Return to Atlantis
Spitting Image
Hollywood Poker
Xybots
Emerald Mine
QBall

It did seem like a good idea at the time, but I have decided not to buy such "bargains" again. Each item in the library means a certain amount of extra work for me in cataloguing, backing up, packaging, recording borrowings, chasing up overdues etc. etc. and I like to think that its all worthwhile. After trying out these games, I know its certainly not in the case of several of them. I'd rather go back to buying very good games from our members who have tired of them and who have retained the original packaging. Some offers did come in, including the last two on the above list, but more would be welcome.

Last year we had our first (and only) theft from the Library when somebody lifted our copy of TxEdition Plus, the Amiga Text Editor, sometime after it had been returned at a meeting. We have since been sent an update of the program disk (not the manual). I have decided to put this back into the library without the manual because the program also comes with the full 1.3 ARP Library and documentation and a disk cache utility BlitzDisk2 for which a new manual was received with the update

I have had feed-back that Amiga software borrowers have complained that many items are not available even though they are first at the counter. Some people even suspect sinister plays on our part in keeping these things in selected members' hands. Well I'll tell you the main reason that many packages are not available at the meeting, and THAT IS YOU! At least its those of you who don't obey RULE NUMBER ONE of using our library which is GET THE STUFF BACK SOMEHOW OR OTHER BY THE NEXT MEETING! Eight Amiga software items were unavailable for borrowing in March because of being overdue. These included the titles Digipaint 3, Microfiche Filer Plus, Diskmaster, Gomf!, TWO sound digitisers, a FSII Scenery Disk and a game.

We also have to withdraw a package occasionally (about one a month) to get updates as the original disk and/or manual must be returned to the distributor. In March it was the turn for Pagestream (it is now V1.8). I also reserved three Amiga packages in March for three members who, due to disabilities, or distance, can not get to a meeting. This is something I have done several times but I have now decided that I will only continue to do so from the Amiga collection for the most deserving cases, at least until we can satisfy those who turn up.

Lastly, each Amiga-owning member who helps out behind the counter can reserve two items of their choice before we open for general borrowing. This is fair, and it doesn't actually tie up much material because most of my helpers are C64/128 users (I wonder why?). I stick to the same rule myself (but as long as so many things are returned to me overdue I get plenty to play with in between meetings!).

This one is easy to get around ring me about becoming a helper; I need at least five more regulars to be able to form a proper roster which would allow those who only wanted to help one month in two to do so.

C64/128 NEWS

Nine games were bought from the distributors ECP at the same "bargain" prices (or less) as the Amiga games mentioned above. Again, they are certainly not the best games ever published for the C64; here is a list:

Patton vs Rommel
The Armagedon Man
Star Wars
The Empire Strikes Back
Return of the Jedi
Split Personalities
Trivial Pursuit A New Beginning
Yes Prime Minister The Computer Game
Xybots

The purchase included tape versions of two of the Trivial Pursuit editions (Genus, Baby Boomers) and the Yes Prime Minister "adventure" game to help keep those new members with only datasettes happy in the short period before they go out and buy a 1541.

In case there are any new members who think that all my talk above about limited supplies of commercial software for the Amiga applies to the C64 and C128, well it does not! We have heaps of programs left at the end of each month. If you want to try the best word processors, databases, language compilers, graphics programs, drive alignment program, GEOS packages or even a few games, then come and borrow some next meeting.

-ooOoo-

OUTLINING

by Denis Wright

WHAT IS AN OUTLINER?

I remember in a C-64 magazine long long ago someone suggested that you could use a word-processor as a thought-processor, simply by getting down all your ideas on some subject in any order - just as they came to you - and rearranging them in an orderly and logical fashion later, using the wp's cut-and-paste facility.

The Yanks have been using specialised wp programs exactly for this purpose for years. If you want to undertake some activity that requires planning, instead of jumping in boots and all, you can, with an outliner, organise it properly, or modify the plan on the screen as you write.

This is what an outliner is all about. It lets you create an orderly hierarchy of ideas; it helps you think logically and therefore more efficiently. Its chief design characteristic is that it allows you move groups of paragraphs, words or characters quickly and neatly into a structure and sub-structure.

A very simple example is the best way to explain this. Suppose you have a busy day ahead of you; you have to do certain things before you go to work, some important tasks have to be carried out when you get there, and you need to buy some items on the way home. If your memory is anything like mine, you need to write these things down in such a way that you get through them properly. OK, so what do you have to do today? If you have an outliner, or a word-processor that

has outlining functions, or even just a modest old faithful like Superscript on the C-64, you could write it all down, as the things came to you:

- a) phone Joe at 11.30
- b) water the garden
- c) squash at 5.30pm
- d) check kids' homework
- e) buy a new set of spark plugs
- f) meeting at 2.30 in Boardroom
- g) get a loaf of bread on the way home
- h) don't forget to take lunch!
- i) bring contract to meeting
- j) remind Joe about dinner Saturday

You might have a score of things like this. With an outliner, you can quickly make the same set of reminders look like this:

OUTLINE

a) Before work

- I) water the garden
- II) don't forget to take lunch!
- III) buy a new set of spark plugs

b) At work

- I) phone Joe at 11.30
 - a) remind Joe about dinner Saturday
- II) meeting at 2.30 in Boardroom
 - a) bring contract to meeting

c) After work

- I) squash at 5.30pm
- II) get a loaf of bread on the way home
- III) check kids' homework

Now it's a plan you can work to - a pretty routine adaptation for a good outliner, but not a bad one. If you do any serious writing, you

can easily see how useful it could be for this purpose.

When you open a book, especially one like a computer manual, it is usually divided into chapters, and within the chapters there are headings and subheadings. When you have a look at the chapter headings, you can get an idea of the overall structure. This is exactly what an outliner does with a long piece of writing. It can show you on the screen (and you can hide), just by a series of commands, the main entries, the next level of entries, the next level - in their proper place in the document - and so on, the last level being the main body of text. This means that you can manipulate information within a text file with extraordinary ease.

Where an outliner really comes into its own is when you have massive amounts of information in one file and you need to move around it quickly or rearrange it without any trouble. If an outliner is used properly, you can show any part of your document in relation to any other part, or hide the bits you don't want to look at for the moment, showing only the information you need.

HOW DOES IT WORK?

Parents and Children

In most outliners, you meet up with terms which make it seem like you are in the middle of some weird family rite. Menus or commands tell you to "show" or "hide" children at various levels, how to join or divide entries to make them sisters or aunt and niece. (It's interesting in these days of non-sexist language the feminine is often used to describe the relationship between the entries rather than the masculine - you're winning, girls, you're winning!!) That's what it's

about, in a nutshell - organising the entries into an appropriate order. The 'family' analogy is a useful one to create the hierarchy you want.

HOW IT DIFFERS FROM A WORD PROCESSOR

If you've never used an outliner, you may feel that you can do all this with your favourite wp program, even if you can't rearrange things so quickly. To some extent this is true, but no word processor in ordinary mode can match the ease and tidiness with which you can do the rearranging or get to different parts of your document quickly. A word processor has one file, with its information undifferentiated according to importance. An outliner breaks up the file and can show you at a glance where everything fits into the file, no matter how long it is.

In fact, many of the large wp programs such as Microsoft Word or WordPerfect have an outlining function. However, this seems to be a very neglected area - virtually an afterthought - as there are few of them which do the job properly. In fact, the outliner on Word 3.02 for the Mac is so badly programmed that it is a menace rather than a help. There are a few stand-alone outliners which allow exporting of contents to your word-processor, or are Desk Accessories, pop-ups, TSRs or whatever the jargon is for your system. I don't know any for the C-64 or 128, nor do I know the Amiga market, but if you are using one for any of these computers, then it might be of interest to anyone else who wants to experiment with them.

The best outliner I have ever seen is an MS-DOS program called PC Outline. Because it was designed to be an outliner first and foremost, it

does the job superbly, but the extraordinary thing about it is that it is so beautifully programmed it is an excellent, intuitive word processor as well. It is a small, shareware program available on CD-ROM and has been so successful that I gather it has become commercial as an upgrade. Few programs which began their life as shareware on any computer system achieve this distinction. It was this program which alerted me to the fantastic benefits of outlining, and it is also one of the few programs for MS-DOS that tackles IBM-style idiosyncrasies head-on - and wins.

WHAT SHOULD A GOOD OUTLINER DO?

Here's a summary:

- act as a fair word-processor
- allow you to move items easily and logically
- allow you to open several documents at a time
- be able to import and export files as ASCII
- be able to search for text, both hidden and on screen
- be able to strip and alter the numbering from the entire document by command. All the numbering, incidentally, is automatic, and when you delete entries, they all change automatically too.
- create order out of a very long piece of writing
- give you the option of creating macros easily so that you can customise the program to suit your needs
- let you copy part or all of the outline to another outline file retaining the outlining functions in the new file
- sort alphabetically and/or numerically within a group (This group, as an example, was sorted alphabetically by one keystroke.)

WHO WOULD FIND ONE USEFUL?

- Just about anyone who wants to approach a task in an orderly way.
- Someone who has a curly problem that needs careful thought and planning.
- A writer/journalist or dabbler in words.
- A report writer or a person preparing a speech.
- A person who needs to create order out of confusion in their life!

Technical info for anyone interested in moving files between systems:

This article was composed on an Amstrad IBM Portable using PC Outline, saved as an ASCII text file, sent by modem to the mainframe computer, hard copy remotely printed via Ultrix TCP/IP Printserver, transferred to Macintosh via UNIX FTP, de-formatted on the Mac and hardwire-transferred by RS 232 interface to a C-64, mailed to the editor courtesy of Her Majesty's Postal Service on 5.25" disk, and then.... booted up the Amiga 2000, I guess. Isn't it amazing how simple computers have made it for us all!!!? The real joke in all this is that the Amstrad it started on and the C-64 on which it was finished are just one metre apart!

-ooOoo-

{If any of our members are using their computers for outlining, we would like to hear from you. I do not know of any C64/128 dedicated outliners on the market, but for the Amiga there's the FLOW outliner and on a recently issued Fish disk (No.285) there's a PD outliner called 'LINER Ed.'}

MAIL BOX

An Amiga Owner Strikes Back

Not only will PenPal print in different size characters, on the same line, contrary to the article by Lindsay Vardy (FontMaster 128 Review - Cursor Mar '90), but it will also print in colour, should you have the availability of a colour printer.

Incidentally, PenPal Version 1.3 is now available, containing an additional 10 fonts to the already available 28 fonts which can be found in Version 1.2.

Viv Mundy

Thank you, Viv. Your letter (printed with PenPal) does indeed prove that this program is capable of printing more than one size of characters on the same line, as well as having the capability of changing colour within a single line. Over to you, Lindsay!

Thank you for the April edition of CURSOR which I found very informative and interesting, particularly the articles on Superbase and the Write Stuff 128.

Could you let me know how I can obtain instructions for Speedscript 128?

Some time ago I purchased the following programs by TimeWorks U.K.: Wordwriter 128, Datamanager 128 and Swiftcalc 128. I have had loading problems with Wordwriter; it takes about 5 attempts before it loads (some days it won't), however I don't have any problems with the other programs. So I decided to send the problem disk plus registration cards, plus backup disk

orders/money to TimeWorks U.K. as per instructions in the booklet supplied. Many months later the package was returned, indicating the office had closed down. Things weren't looking too good, until I came across, by accident, the US address for TimeWorks. I've since written to the US and am awaiting their reply.

Has anybody else had the same problem with this software? I just wonder how many other software buyers (club members) have been caught like this; i.e. company no longer at the address printed on the package or have closed down; yet the product is still being sold with the promise of backup support/guarantee.

We all talk and hear how good or bad commercial programs are, but very little is heard from the manufacturers/suppliers. I feel that we, as club members, should all list out problems we have had with software companies plus their names, and send them into the Editor, who might like to publish them and/or compile a list of good and bad companies like a ratings list or quality of service level, and publish the results. With this data we all know who we can rely on. Some feedback from software companies would be of interest. Perhaps companies could advise us of their change of address, or of new products through CURSOR.

John Burfitt.

Some interesting topics here, John.

SpeedScript (64 & 128 editions) are copyrighted programs from Compute and Compute's Gazette. Instructions have been published in the relevant

issues of these magazines. Perhaps Phil Guerny can help you to locate the particular edition, or perhaps one of our readers.

The Wordwriter problem is not so easy to solve, as there are several unanswered questions, e.g. when did you buy the programs (if the fault had showed up straight away, you should have taken the program back to your dealer for a refund or a replacement).

The other question that comes to mind is: did you try to load the program on another 128? It is just possible that your drive might be out of alignment, thus causing the loading problems.

If you don't get a reply from Time-Works USA, there might be another solution. I don't know if the program in question has some form of copy protection, but, if it has, it might still be possible to make a working copy with some of the latest disk copiers which we have in our lending library. Again, have a chat with our Librarian.

As for software companies going out of business, well that's a recurring phenomenon. Over the years we have seen a steady stream of companies come and go (or being taken over or merged with others). And remember that in most instances we don't deal with the software company, but with an Oz agent or distributor, and the less said about them, the better!

It would be extremely difficult to produce a 'hitlist' of good or bad software companies and/or distributors. After all, member A deals with employee X who has just won the lottery and he gets fantastic service, whereas member B deals with employee Y in the same company who was knocked back last night, and this member received no service

at all. Fancy stuff? No, not really; just read my review on the WordPerfect Upgrade in this issue!

All the same, we do like to hear from members if they have both good and bad experiences with certain software products. Bear in mind though, that the product on its home territory may well have first class support by the manufacturer, yet here in Oz this support could be totally lacking. (Of course the opposite may also be the case, but as yet I've never heard of a single instance of this happening!)

Anyway, it's a very interesting topic, although fraught with all sorts of pitfalls. I wonder if any other members would like to make their views known; I'll gladly devote some more space in this column to this particular topic which affects us all in one way or another.

Editor



BYTES

FOR SALE

C128 disk drive mechanism & controller card - \$200.

C128/128D Cockroach Turbo ROM - \$30 (\$40 installed).

Amiga ROM Kernal Reference Manual (Libraries and Devices) - \$35.

Some Hardware for IBMs and Clones:

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OMTI 5527A RLL Hard Disk Controller - \$100.

OMTI 5520A MFM Hard Disk Controller - \$90.

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C-64 SOFTWARE: TOTL Business, TOTL Labels, Superbase 64, Multiplan 64, Home Manager, B/Graph, Easy Spell, PrintShop w. Graphics Disks 1,2,3, Turbo 64, Doodle, Flight Simulator II, Operation Frog, Introduction to Basic - Parts 1 & 2. *Best Offers.*

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C-128 Computer, 1901 Colour Monitor, 1571 & 1541 Disk Drives, Mouse, with Manuals & Software - \$1000.

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DPS 1101 Daisywheel Printer for C64/128 Computers.

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8 BITS & PIECES

64 SURVIVAL - MARCH 1990

DECLINE AND FALL?

Those of us who have been conditioned to interpret the world as a badly constructed Adventure Game, will be only too well aware that the Soothsayers have been crying doom over the entrails of the 64.

A few years ago the 64er could dream of being carried along in the swell of expanding empire. Now our institutions are shrinking in their shells, unable to maintain themselves at the levels we had once come to expect, while the lone Users, like Ice Warriors emerging from their caves or palisades to forage in stores and workshops, are increasingly likely to go hungry or perish in the Wasteland.

One could bewail a picture of empty fortresses, undermanned outposts, bewildered illiterates, by default the inheritors of the holy structures, performing the rituals that maintain their holy reliquiae haltingly in a dead or forgotten tongue. But for those of us who are aware of the rich resources the 64 offers, it is better to ask what is to be done.

It seems clear that the 64s must make a strategic retreat to a more close-knit main group or perish in the Wasteland among the whitening bones of TRS-80s, Dick Smith Specials, and other fossils that soon only a computer archeologist will be able to recognise.

Lurid imagery aside, as 64/128 coordinator, whose one essential function is to try to reflect back

to the group the valuable things that members are doing, I have been finding it increasingly difficult to find demonstrators, to get feedback or stay in touch with members' needs, let alone guess future directions for the 64 group.

To that end, the March Main Meeting of the 64s conducted a discussion on the conditions for their future survival.

REPORT OF MEETING OF 8-BIT USERS,
6TH MARCH, in S-4

(approx 30 regular 64ers in attendance.)

The 64/128 coordinator, acting as informal discussion leader, suggested to the group that on the evidence of declining sub-group attendance by 64ers (one lone 64 user at the last main workshop), plus a lack of communication among members, there was a need to re-examine how best the group could serve its members, and asked for suggestions.

OBSERVATIONS ABOUT THE

CURRENT SITUATION:

Matthew James reported on his mini-survey of 64 user interests. His main finding was that there was still many active users with a broad range of skills and interests.

The hard core of regular attendants acknowledged the value of User Group facilities and wished to maintain them. They expressed a belief in their 64s and believed

they still had territory to explore and things to achieve.

One view was that the group should focus more on the major achievements of 64 software (like Superbase) where it was more likely there were pools of expertise.

Some of the Group felt that new 64 members were not being integrated with the more long-standing members of the group, and as a consequence soon dropped out of attendance.

They suggested merging Beginners' Corner with the 64 Demo Group as a means of retaining and supporting new users. (The Aspinals, new members, showing the omnivorous curiosity that sustains User Groups reinforced the point.)

WHAT THEY WANT THE GROUP

TO BE AND DO

Some put the view that the Demo Group could take on a variety of functions and that if there were more short demos, more people would be willing to actively communicate their achievements to fellow users.

There was agreement that there should be more interchange of information, more face to face communication, (someone suggested we all wear name tags), more discussions and interactive sharing of experience with group rather than the mostly one-way communication of formal demonstration.

There was a concern that elementary hardware skills, (e.g. fitting reset switches) should be maintained (Keith Hathaway expressed interest).

In brief, there was a hope that group would be able to reabsorb the

variety of functions that where once catered for by special sub-groups, classes etc.

FUTURE TOPICS AND AREAS OF

ACTIVE INTEREST

The general focus of interest of the group was on software applications, and the art of living with a personal computer without being driven to despair, rather than programming; (although we acknowledged the heroic achievements of Angus Norrie presently learning C).

SPECIFIC REQUESTS:

More help was requested in learning how to use our Bulletin Board, (important because it is one means of repairing the communication deficit.)

Doug MacLurkin expresses a burning desire to burn EPROMs and make cartridges.

Clyde Roberts (a member of long standing who has been hiding his light under a bushel) volunteered to show us the merits of Music Shop and Movie Maker.

There were requests of more on spreadsheets and database applications.

Leigh Winsor

MAY MAIN MEETING

Our May demo will be a presentation of the *Music Shop* program, by Clyde Roberts and Ian Manion.

WAVELL HEIGHTS SUB-GROUP

As we mentioned in our previous edition, Cor Geels is stepping down as coordinator of the Wavell Heights Sub-Group.

Steve Hovelroud attended their March Meeting, in the hope of recruiting a new coordinator for this group, but none of the few attendants was prepared to take on this job, hence we are forced to close down this all C64/128 sub-group.

As Steve put it to me quite succinctly, "that's another nail in the coffin of our C64 membership", and I can only concur with his sentiments.

One of our members suggested to me that, because I've been a member of our group since the very early days and because I know a lot of members personally, I should use this column to 'name names', i.e. produce a list of experienced C64/128 users

in this newsletter and thus force them to take a more active part in the welfare of our 8 bit users.

Well, it's probably not a bad idea, but our group is not the army or the police, and we won't force anybody to do anything that they don't want to do. If they are happy to see the C64 and C128 die a natural death, well so be it. Somebody out there will be ready with his/her shovel to fill in the grave.

Editor

NOTE ON ORDERS OF BB SPELLER 64

The Write Stuff 64 is sold as a basic package with BB Speller upgrade. Some people have been attempting to order the BB Speller alone. If they do this they must quote their licence number on their TWS version 1 disk.

Leigh Winsor

C-64 MACHINE LANGUAGE - Part 4

by Will Erdmann

This is my fourth article. At this point I would like to congratulate all of you who have read my articles from the beginning of the course in February to April. I think I can say without exaggerating that if you managed to type all the programs in and were able to run them then you probably know more about programming in machine code than the average instructor at T.A.F.E college does. So give yourselves all a pat on the back for learning so much during the last 3 months.

I hope you realise that although you have gone quite far during that time, you still have quite a long way to go because C-64 machine language sound & graphics covers such a vast field. That is why I have decided to keep on writing to this magazine for at least another 30 months (if they still want me of course!) introducing new concepts in programming and data management along the way.

By now you should be able to experiment a little with the programs I have already shown you. In the Rainbow program in February's issue you may want to find out what happens when you change line 100F to read:-

100F A2 E2 LDX #\$E2
(or some other number.)

While you have the Rainbow on your screen have another look at how the delay loop works. Read my second article in the March issue to refresh your memory.

Now look at the following-:

```
1023 EE 00 D0 INC $D000
1026 AD 00 D0 LDA $D000
1029 C9 F0    CMP #$F0
102B F0 23    BEQ $1050
102D 4C 23 10 JMP $1023
```

You should already know that the first line instructs the computer to increase the horizontal position of the first blob by 1 but why do you need to load A with D000 in the next line? Look at the above 5 lines as a complete program and read the following explanations-:

1. Line 1023 as already mentioned increases the horizontal position of the blob.
 2. A is loaded with contents of D000 in line 1026
 3. The contents of A are compared to the hexadecimal equivalent of 240 (F0) in line 1029
 4. If contents of A are equal to 240 then line 102B instructs computer to go to line 1050 (a different part of the program).
 5. By the use of the Jump instruction in line 102D steps 1,2,3 and 5 are repeated until the contents of A are equal to 240 and then step 4 is executed - the computer is told to go to a different part of the program - line 1050.
- By the way I hope you realise that the contents of D000 (what is held in D000) have to be loaded into A (line 1026) so as to be compared to another number in line 1029. (More of this in later articles).

When copying programs given in these articles you can use the A option (described in books as assembly mode) instead of D. So to save typing you can type A 1014 LDA #\$20 and press RETURN if you want to.

```
1000 A9 93    LDA #$93
1002 20 D2 FF JSR $FFD2
1005 A2 00    LDX #$00
1007 A9 FF    LDA #$FF
1009 9D 00 30 STA $3000,X
100C E8      INX
100D D0 FA    BNE $1009
100F A9 C0    LDA #$C0
1011 8D F8 07 STA $07F8
1014 A9 10    LDA #$10
1016 8D 00 D0 STA $D000
1019 A9 40    LDA #$40
101B 8D 01 D0 STA $D001
101E A9 01    LDA #$01
1020 8D 15 D0 STA $D015
1023 EE 00 D0 INC $D000
```



```

1026 A0 09      LDY #$09
1028 A2 FF      LDX #$FF
102A CA         DEX
102B D0 FD      BNE $102A
102D 88         DEY
102E D0 F8      BNE $1028
1030 20 E1 FF   JSR $FFE1
1033 F0 D1      BEQ $1006
1035 4C 23 10   JMP $1023
1038 00         BRK
1039 00         BRK

```

Here is the listing of the 'Simple Blob' program discussed in my third article. Load it from disk or copy it from above then follow the steps outlined below.

1. Type T 1026,1039,2026. This transfers the delay loop and Stop Key programs to 2026 - 2039. Check this by typing D 2026,2039.

2. Change line 1014 to read:-

```

1014 A9 20 LDA #$20

```

3. Type F 1026,1500,00

4. Type D 1026 and copy the following:-

```

1026 AD 00 D0 LDA $D000
1029 C9 F0      CMP #$F0
102B F0 23      BEQ $1050

```

5. Type T 2026,2040,102D

6. Check line 103C. Is it the same as the following?

```

103C 4C 23 10 JMP $1023

```

7. Copy the following -:

```

1050 EE 01 D0 INC $D001
1053 AD 01 D0 LDA $D001
1056 C9 D0      CMP #$D0
1058 F0 26      BEQ $1080

```

8. Type T 2026,2040,105A

9. Change line 1069 to read:-

```

1069 4C 50 10 JMP $1050

```

10. Type T 1050,106C,1080

11. Type T 1050,106C,10B0

12. Change lines 1080-1088 to the following:-

```
1080 CE 00 D0 DEC $D000
1083 AD 00 D0 LDA $D000
1086 C9 20    CMP #$20
1088 F0 26    BEQ $10B0
```

12. Change line 1099 to read-:

```
1099 4C 80 10 JMP $1080
```

13. Change lines 10B0-10B8 to the following-:

```
10B0 CE 01 D0 DEC $D001
10B3 AD 01 D0 LDA $D001
10B6 C9 40    CMP #$40
10B8 F0 12    BEQ $10CC
```

14. Include the following-:

```
10C9 4C B0 10 JMP $10B0
10CC 4C 05 10 JMP $1005
```

15. Change the following lines to read-:

```
1067 F0 03    BEQ $106C
1097 F0 03    BEQ $109C
10C7 F0 03    BEQ $10CF
```

Now run the program. The blob should move around the screen continually until you press the RUN/STOP KEY.

If the program does not work go through all of the above again. If it still does not work save the program and send me a copy on disk with a note with your name address and phone number.

As of the 12th of March 1990 there have been 2 new people who have contacted me regarding these articles bringing to 5 the number of people who have contacted me so far. I have a few messages for them.

To John Chapman of Wynnum West -: did you get the disk I sent you the other day?

To Trevor Stock of Hastings Point N.S.W - : Thank you very much for your letter. I am working on the programs you sent although I have difficulty reading the photocopy. Also some of the lines were missed at the end of the page. Perhaps it would have been better if you had sent me a print out or a disk with the programs.

Thank you very much for your interest and support, with special thanks to Ron Lewis for his help with the machine code loader and Doreen Horne for the Bitmapping programs etc...

As always, if I can help in any way, please write to-:

Will Erdmann, Western Avenue, MONTVILLE, QLD, 4560
Phone (071) 429 226, Tue, Wed & Thu 2.00 - 8.00pm, Sat-Sun 10 am - 1pm.

PUBLIC DOMAIN DISK NO. 47

ATTENTION TO ALL PURCHASERS OF THIS DISK

by Doreen Horne

Since compiling the above disk the original source of the SPRITE MAGIC program has been located and it is now possible to furnish several more instructions for its use.

The program on Disk #47 needs some small alterations which can be done as follows:-

Using the FILE COPIER provided on the disk, copy the SPRITE MAGIC main program on to a work disk. As the program resides in the memory area 49152+, load MON.SYS32768,8,1 (which uses a different area) and enable the Monitor by typing SYS32768 when loaded.

```
To clear memory area 49152+ type
.F C000 CFFF 00
Next load SPRITE MAGIC from your work disk
.L "SPRITE MAGIC",08
When loaded type
.M C84E C852
The monitor should produce
.C84E 4c 90 CA 00 00 B0 0B 20
Cursor along and change this to
.C84E A9 FB 20 D8 FF B0 0B 20
press RETURN
.M C33D C33F
The monitor should produce
.C33D C0 8D 2B 02 A9 00 8D 30
Change just the first figure to produce
.C33D FF 8D 2B 02 A9 00 8D 30
press RETURN
Now SAVE the corrected program
.S "2SPRITE MAGIC",08,C000,C8BC
```

When this is done SWITCH OFF.

Scratch the original version of SPRITE MAGIC on your work disk and then rename the newly saved file. You should now be ready to load the altered program and use it with all the instructions below.

The alterations made when using the monitor must be done accurately so, if you prefer, please take your Public Domain disk to the next main meeting where Doug MacIurkin will exchange it for one with the alterations made and a new, more comprehensive instruction file.

C'td

QUICK REFERENCE CHART FOR "SPRITE MAGIC"

- B Cycle through background colours
 - F Flip sprite
 - J Move sprite with joystick in Port2. Use firebutton to return to SPRITE MAGIC screen.
 - L Load sprite patterns from tape or disk
 - M Mirror sprite from left to right
 - S Save sprite patterns to tape or disk. No colours are saved, just the sprite pattern. In response to the prompt SAVE ALL FROM HERE? N will save only the sprite page on view whilst Y saves all from that page to number 255.
 - V Set cursor velocity
 - X Toggle horizontal expansion on and off
 - Y Toggle vertical expansion on and off
 - F1 Shift pattern right
 - F2 Shift pattern left
 - F3 Shift pattern down
 - F4 Shift pattern up
 - F5 Multicolor mode
 - F6 Normal mode
 - F7 Store pattern in buffer for transfer
 - F8 Recall pattern from buffer
 - CTRL-D Create DATA statements (just tap the key or the key repeats and produces several sets of statements)
 - CTRL-X Exit to BASIC and LIST to see data statements which can be saved as any normal BASIC program. SYS49152 to return to SPRITE MAGIC.
 - CTRL-R Reverse sprite
 - + Next sprite page
 - Previous sprite page (When entering SPRITE MAGIC the figure 255 appears in the top right hand corner of the screen. This is the sprite page number. To use Will Erdmann's sprites tap this key until the number reduces to 192, which is 192*64=memory location 12288 or \$3000, where his sprites are stored.)
 - HOME Home the sprite-editing cursor
 - SHIFT-CLR/HOME Erase pattern on grid
 - SPACE BAR or FIREBUTTON Set/Clear points
 - CRSR keys or JOYSTICK Move cursor
 - Keys 1to4 Select drawing colour for multicolor mode.
 - SHIFT-1to4 Change a drawing colour. The prompt ENTER COLOUR KEY appears and the CTRL and LOGO keys with keys 1to8 may then be used as usual.
- Occasionally the program defaults to BASIC when trying to save a sprite. Poke 51850,96 and then SYS49152 seems to restore matters.

-ooOoo-

HELP! COLUMN

This is the *HELP!* column for users of C-64, C-128 and other 8-Bit computers. If you would like to share your experience in the fields of programming, software, hardware etc. with your fellow members, submit your name with your area of expertise to the editor. Remember: the more names, the more knowledge can be disseminated amongst our members.

NAME	Help offered with:	PHONE NUMBER
Terry Baade	Contact for M'borough/Hervey Bay Members	071 215 059
Kerry De Baar	Basic, Assembly Language	379 5617
Eddie Brook	Amateur Radio Fax & Weather Programs	349 4394
Cor Geels	SuperScript, WriteStuff, PaperClip, GEOS	263 2839
Cor Geels	C-64 Newcomers, Printers & Interfacing	263 2839
Ross Horn	CP/M Family Tree Program (P.A.T.)	395 0618
Matthew James	Basic, Logo, GEOS, WriteStuff, Games Tips	300 5443
Ron Long	SuperScript, Label Maker, Mailing Lists	075 357 139
Ivor Laggan	GEOS	273 4212
Doug MacLurkin	MicroSwift Spreadsheet, Basic	358 4442
Peter Meharg	Basic, Machine Language	376 1621
Angus Norrie	Simon's Basic	371 2945
Vic Mobbs	Contact for Sunshine Coast Members	071 941 330
Vic Mobbs	Superscript/Superbase 128	071 941 330
George Nelson	EasyScript, HAM Radio	848 2456
Craig Rawlins	Pascal, C, Machine Language, Modula-2	379 8957
Ron Rich	H'ware Interfacing for Amat. Radio Prgms	355 2623
Greg Shea	C-64 Hardware Modifications etc., Basic	345 2799
Fred Turnidge	Family Roots (genealogy), Write Stuff	063 37 1124
Denis Wright	Easy/SuperScript, CBM & Epson Printers	067 751 793
Denis Wright	C64 <---> Non-Commodore File Transfer	067 751 793

Please be considerate - these are after hours numbers, so only ring our members between the hours of 6pm and 9pm during week nights. Thank you!



SPIKE

COMMODORE PRINTER BUGS

by Paul Blair

It was late on a Sunday night, and my daughter had finished her college assignment at last. It was my lot to print it out for her, so I set up my Commodore MPS1200 printer, then loaded her work into Superscript on the C128.

A quick check, and then the file was sent to the printer. Run my eye over it to see that all was OK, and..... hello, what's this? The three source document references at the bottom of the assignment had printed out in a most peculiar way.

In the approved style, she had quoted the author and source, underlining the name of the publication in which the reference had appeared. But two of the three underlinings hadn't worked correctly.

The result looked like this:-

J. Allen, "Never The Twain Shall Meet", [-1Australian[-0, 13 June 1988

instead of:-

J. Allen, "Never The Twain Shall Meet", Australian, 13 June 1988

Now the detective work started. On screen, Superscript puts a reversed-U at the front of a section to be underlined, and a reversed-u at the end. These were correct, and a disk sector check showed that the correct character sequence was in the file.

Next I turned the printer off, and then turned it on again while holding down the line and form feed keys. This put the printer into Hex

Dump mode. Now, every character put out by the computer would show up for me. This is the only use I have ever found for Hex Dump, but it was very helpful for this sort of work.

Most modern printers use an "Escape" sequence to control underlining. "Esc Minus n" is the usual sequence, where n=1 turns underlining on, and n=0 turns it off.

Well, a hunt through the Hex Dump soon revealed that Superscript was being faithful - the hexadecimal sequences 1B 2D 31 (ESC-1) and 1B 2D 30 (ESC-0) were getting to the printer OK. So the fact was - the printer was not responding to the control sequences. I was getting literal characters, not control sequences.

There is an MPS1250 printer living near me, so I had a "lend". I figured that if the 1200 ROM had been revised, there would be a good chance it would have been fitted into the 1250.

The 1250 performed just the same as the 1200. Scratch that theory.

I faxed Commodore to check latest ROM revisions, and to see whether they had any ideas. There were no ROM revisions, and the advice was to buy another printer. That gave me a chuckle!

Then I saw what was going on! The problem has been around Commodore equipment for years, and is known as the "open quotes" syndrome. I recall there were other, less polite names as well.

As you all know, "quote mode" on an 8-bit Commodore computer allows you to put all sorts of cursor controls into strings. You could type PRINT "[cls][down][left] PRESS A KEY" and the items in square brackets would move the screen cursor for you.

Provided the computer (or printer) kept track of the number of times you opened and/or closed the double quote marks, there were no problems.

But, from time immemorial, Commodore printers have not been able to count quotes. It's as if there is a set of printer code somewhere that kept getting patched up from model to model. Practically every printer they sold (they never design their own, it's always some other bunny who gets the blame) had this problem. It's something like the saga of the 1541 and 1571 disk drives.

I went back to my daughter's original file and made all the double quotes into single quotes. The resulting underlining was 100% correct. So there was the problem exposed.

That's a work-around, not a fix. A picky teacher may mark down a list of references enclosed in single quotes. Someone (and I suggest that someone should be Commodore) needs to fix this one properly. The product appears to be deficient.

To make sure that I really had isolated the problem to the interface, not the printer, I changed the Commodore serial interface for a Citizen 120-D parallel interface that I have. I had bought this extra interface because Commodore wouldn't sell me a replacement 1250 unit when they released that model. The extra interface lets me use the 1200 with my Amiga.

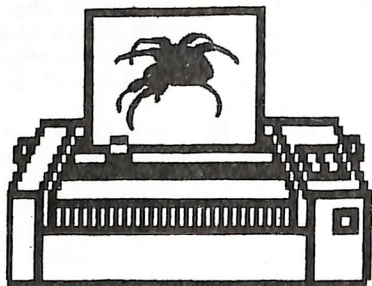
After changing to a different printer interface file in Super-script, I tried again. Guess what? Do I have to really write this? Yes, of course it worked perfectly. You knew that all the time!

So there you have it. The Ancient Code problem again, with bugs handed down from father to son (and maybe grand-son?)

The 12xx printers and interfaces were built by Citizen. Presumably, Citizen would have no further interest in the problem. So it must be down to Commodore, who would want to help their customers.

We are also testing the more recent Commodore printers. There are indications that the same problem is there.....

I will notify Commodore of what I have found. If there is a response before press-time, I'll keep you posted.



Commodore Printer Bug



General Printers

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The above specials are for Aprill and May only

Ph: (07) 808 4666

AMIGA MONITOR

NEW AMIGA COORDINATOR

We welcome Robert Gooze as our new Amiga coordinator. In this position Robert will organise the Amiga lecture/demonstration program of our Main Meeting and the Rosalie Workshop. Robert brings his own considerable experience in the fields of Graphics and Video to this position, and we all look forward to working with him.

NEW AMIGA POSITION

We have to scotch all those nasty rumours about Steve McNamee being 'sacked' - in fact nothing could be further from the truth. Rather than sack Steve, we have moved him 'sideways' and he now holds the position of *Amiga Technical and Programming Coordinator*. As that name is too much of a mouthful (and it does not fit on his name tag!), he shall henceforth be known as the *Amiga Guru!* (Macquarie Dictionary: Guru - an influential teacher or mentor.)

SECRET

Noticed how reticent Greg Perry and Steve McNamee have been about the Amiga Developers Conference which they attended in Paris last February?

Well, there's a reason for this, as they have been sworn to secrecy (well, they had to sign a non-disclosure agreement).

Of course we've all read that, amongst other things, they have been discussing the new version of the Amiga operating system, no. 1.4.

Well even your editor couldn't pry much information out of these

gents, but I can offer you this little titbit of information about this version 1.4, for what's it worth: *you won't be seeing many Beta test versions floating around.*

The reason for this is that 1.4 requires a new version of Kickstart which is twice as large (512K) as previous versions of Kickstart. This means that it cannot be loaded into 1000 models as they only have room for a 256K Kickstart. And 500/2000 users don't have to look smug, as they also need Version 1.4 Kickstart installed before they can run Workbench 1.4! This version apparently won't run with a 1.3 or 1.2 Kickstart. In addition 1.4 will also require the installation of a new version of the Denise custom chip (as well as the Super Agnes chip) to be able to access the new graphics modes which 1.4 offers.

All in all, it looks as if we will have to be patient for quite a bit longer before we will have our very own version of 1.4.

Another aspect of 1.4 which many people have tended to overlook is that a lot of application type software will have to be upgraded or re-written to access all the new features of the operating system, and then there's all that badly written software out there which will fall over when we use 1.4.

All in all, it looks as if 1.4 could be quite an expensive exercise for most of us.

Editor

MARCH MAIN MEETING

Because Greg Perry's lips were sealed (see *Secret* above), he preferred to postpone his talk

about the Amiga Developers Conference for another month. In his place Lester Bennett was commandeered into service to give us a talk on the newly released *Deluxe Video III*, a program which has received very positive reviews in overseas magazines. Regretfully, this demonstration came to grief because of lack of Fast Memory. Lester ran the program on the group's A500, which has 1Meg of chip memory only, and *Deluxe Video* requires a certain amount of Fast Ram to run as well. Consequently the demo was only partially successful.

Fortunately Lester had compiled a video of all the winners in last year's Badge Killers contest, which was very much appreciated by our audience, as some of these demos will only run on 3 or more Megabytes of RAM - something that only very few members can afford.

MAY MAIN MEETING

Robert Googe and Steve Hovelroud will give us a demonstration on:

Digitising Graphics with DigiView

on Tuesday 1st May.

MAY WORKSHOP

This workshop, which is *For Members Only*, will be devoted again to the copying of our group's Public Domain disks, which have been coming in thick and fast lately. Note that we don't charge for the copying of Public Domain disks - you only pay for your blank disks.

Games players are not wanted at this meeting!

INFO MAGAZINE

From June or July the US *INFO* magazine will change from a bi-

monthly to a monthly publication. Currently it covers both 8 bit and Amiga products, but when they go monthly it will become an Amiga only magazine.

Other rumours say that the *INFO* people are negotiating to take over two Canadian Amiga magazines which have been running into financial problems.

BRIDGEBOARD OWNERS

In the USA they have released a specialist newsletter aimed at Amiga Bridgeboard owners, as well as owners of XT or AT emulator cards for the A2000. It's called *Amiga Crossings*, and is available by subscription. Charter subscription is US\$30 (for airmail delivery you add US\$6) for 12 issues and can be backdated to the Jan- or Feb '90 issues.

Order *Amiga Crossings* from Deland Editorial Services, 345 East 93rd Street, New York, NY 10128. Sorry no Visa or Mastercard. Make your bankdraft payable to Deland Editorial Services.

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-ooOoo-

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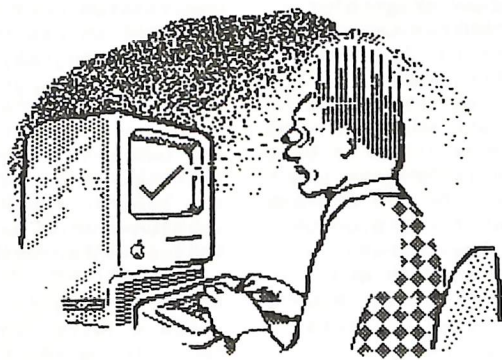
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HELP! COLUMN

This is the *HELP!* column for users of Amiga computers. If you would like to share your experience in the fields of programming, software, hardware etc. with your fellow members, submit your name with your area of expertise to the editor. Remember: the more names, the more knowledge can be disseminated amongst our members.

Name	Help offered with:	Phone Number
Dave Apelt	Vector Graphics	366 4761
Ellen Appleby	Using Amigas in Education	369 4629
Bob Devries	OS9 Operating System	372 7816
Ralph De Vries	Dot Matrix printers - WordPerfect	300 3477
Robert Googe	Video & Audio Digitising	288 8863
Steve Hovelroude	Audio Digitising	298 5128
Gary Lloyd	C Programming (Beginners)	269 7818
Brendan Pratt	Modems, Telecommunications, Sidecar	(075) 463 317
Grant Robinson	AmigaBasic	359 4315
Michael Thomas	Forth, Prolog, C, and Modula-2 Programming	800 4511
John Van Staveren	Easy Ledgers Accounting Program	372 3651
David Walton	Bridgeboard (IBM)	(071) 834 742
Mike Williams	AmigaBasic (Beginners), Sound	209 9084

Please be considerate - these are after hours numbers, so only ring our members between the hours of 6pm and 9pm during week nights. Thank you!



How did *that* get there?

UPGRADES

(or the Trials and Tribulations of same...)

by Ralph De Vries

Two programs which I use regularly have recently been upgraded. They are *WordPerfect* (WP) and *PageStream* (PS). WP I use as our standard word processor and PS is used to produce our front page and most of our adverts. In both cases the upgrades are real improvements on the previous versions, but I did have a few problems along the way, which users of these programs might like to know about.

WORDPERFECT VERSION 4.1.11

Last October I read in several overseas magazines that WordPerfect were about to release a major upgrade for the Amiga version of WP. A call to WP Pacific in December was fruitless; however in their January newsletter they finally announced the release of version 4.1.11.

I got promptly on the phone to their upgrade department, who advised me to send my original program disk to them for upgrading (plus my cheque for the upgrade). Somehow I felt that I was given the wrong information, so the following day I rung them again and this time another Amiga 'expert' told me that I had to send both my Program and Print disks to them for the upgrade as well as a cheque for \$15.00 to cover the cost of the upgrade (\$10.00 for the first disk and \$5.00 for subsequent disks). However in WP's newsletter it stated that the cost of upgrading 3½" disks was \$15.00 for the first disk and \$7.50 for subsequent disks! Obviously our Amiga 'expert' wasn't aware that our computer uses 3½" disks!

I airmailed my disks with my cheque on the 24th January and had to wait till the 12th February before I received my upgrade disks.

The new version is a decided improvement on earlier versions. In fact it's such a major improvement on the previous version that WP has issued an addenda of some 50 odd pages to upgrade the manual of WP.

But.... I didn't get those extra pages for my manual! So I rung WP's upgrade department and this time their Amiga 'expert' was totally unaware of the update to the manual, but he promised to look into it and ring me back.

Now on at least three occasions WP has promised to ring me back, but I'm still waiting for all three return calls....

WordPerfect is a very good word processor, but it's also a very complicated word processor (witness all the courses that are on offer for this program). Hence, if one gets a major upgrade (as this certainly is), one expects to find adequate documentation to install and use this program. Even the *Read Me* files on the disks are basically the same as found on the previous version and no help at all for the inexperienced users.

After waiting for several days I wrote a letter to the manager complaining about the lack of documentation. 10 Days later I got a call from the manager's secretary, who apologised for not replying sooner, as the manager was out of the country.

She agreed that I had a legitimate complaint and promised me that I would soon be receiving either a disk or a printed update of the documentation. Well, she was as good as her word, and a fortnight later I received the updated documentation; a pat on the back for WordPerfect Pacific, albeit a reluctant one!

By and large the upgrade is a substantial improvement on the previous version (4.1.9) and makes WP an even better program to use. Here is a short list of some of the changes in this version:

- * A new *INSTALLWP* program to make it easy to upgrade your existing version to this new one. The official documentation is a must for this program.
- * A new *SETUP* program. In previous versions one had to run the setup program from the CLI. It's now possible to run it from the Work-Bench. There are several important new options in this program.
- * Improved File loading and saving requesters; I like them.
- * A new Search & Replace requester which replaces two earlier ones.
- * A new Column Definition requester which replaces two earlier ones.
- * Auto Hyphenation routines added to WP - great stuff!
- * A new PrintFile requester.

All in all, the new disks, in conjunction with the documentation make WP Version 4.1.11 a better program to use. If you write away to WP for this upgrade, insist that they send you the documentation.

PAGESTREAM VERSION 1.8

We received our *free* upgrade directly from SoftLogik in the USA. It consisted of a disk as well as a 20 page manual update.

Now, there's obviously something funny going on out there, as Tom McCrae (see his review of PS 1.8 elsewhere in this issue) got a whole set of new disks, as well as a manual! Very strange.

The idea of the upgrade disk is to install a new version of the program as well as a new version of the printer drivers. Now all this is quite easy to accomplish for hard drive owners, but I fear that 3½" disk owners are going to have some problems! You see, it's physically impossible to install all the new printer driver files on your disk, as there's not enough room!!! It's obvious that those good people at SoftLogik never did actually install their new drivers on a floppy disk, otherwise they would have been patently aware that it's impossible to do so; a very bad mark for such a blunder.

Anyway, the program now takes about 2 min to load, which is about 30 seconds faster than the old version. There are some improved file requesters and the printer drivers are supposed to give better output.

In my case I found that there is now an Epson LQ2550 driver which allows me to print out at 360x360 d.p.i. Owners of Star & Panasonic 24 pin printers who, up till now, have used the EpsonQ driver, could also try this new driver to obtain this resolution. It's slow, but the results are slightly better (see front page of this newsletter). To me, fonts smaller than 12 points still don't look anywhere near as good as those produced on Professional Page 1.3.

Read Tom McCrae's review for a more enthusiastic response to Version 1.8. I'll go along with him that the improvements are worth while, but I still cannot get over that disk blunder!

PAGESTREAM VERSION 1.8

A BIASED REVIEW

by Tom Mc Rae

In the March "CURSOR" the demise of PAGESTREAM was somewhat prematurely heralded. Version 1.6 was full of irritating bugs, I concede, and its manual was so vague as to often prove useless. Despite its faults PAGESTREAM 1.6 remained one of the best Desktop publishers available, I've turned out some excellent work with it as has the editor of "CURSOR", going by the monthly issues it has been used to set up. The much vaunted PROFESSIONAL PAGE version 1.3 may eventually appear in PAL output, PAGESTREAM 1.8 is already here and is quite superb.

SOFTLOGIK recently sent me a free upgrade of 1.8, including manual, and it gives me great pleasure to pass on my early impressions.

All those 1.6 users who registered their version with SOFTLOGIK are eligible for this upgrade. The program and fonts disks are included as before, plus a third disk with printer drivers, import and export modules, and some excellent clip art. The manual is excellent and more than makes up for its pathetic predecessor. Where version 1.6 only supported WORDPERFECT and ASCII text, 1.8 supports several other word processors including SCRIBBLE and my favourite PROWRITE.

Many more printers are catered for on the Drivers disk but the same 10 standard fonts supplied with version 1.6 remain on the Fonts disk. POSTSCRIPT is supported for those rich enough to afford a suitable laser printer.

On loading the software one's first impression is of a more stable screen picture than that of its predecessor. The Toolbox and other on screen pictures are also much crisper in appearance. Typing in text is considerably faster, just as good as the average word processor. With version 1.6 one always seemed to be typing several words ahead of on screen text. Page reformatting is also greatly improved.

In the few days I have been experimenting with 1.8 the dreaded GURUS have been conspicuous by their absence. (Any 1.6 user will tell you how often they crop up in that version). Even importation of graphics is a winner every time. On screen text quality remains poor but legible; let's face it the excellent printouts more than compensate for this. Printouts on a 9 pin printer are no faster than with version 1.6 but worth the wait.

There are no major new features included with this version but many of the old ones are updated. Text run around, for example may be adjusted to set spacing between the text and the object it flows around. There also seems to be more sophisticated colour control but I haven't had time to work on that aspect yet. Importing text from PROWRITE was a cinch, fonts of course are replaced initially by PAGESTREAM's Tymes as default.

The manual supplied with version 1.6 was the most frustrating software document I ever tried fighting

my way through. The new update is one of the most comprehensive manuals I have ever used, a mine of information which so far has answered all my questions. I was able to work my way through all three tutorials in an afternoon, (I never did complete the second and third tutes in the 1.6 manual as instructions were so vague).

No more silly ads involving barns, the first tutorial efficiently introduces you to the software then the second throws you in at the deep end, creating the first page of an amusing newsletter which could have been written by the Monty Python Team. My sole frustration is I'll never learn what happened to the British Tory genie (Will he sort out the Poll Tax?). It was very satisfying to print out my completed work and see that it matched the original. The third tutorial leaves the user with a good grounding in PAGESTREAM's graphics potentials.

A great deal of information is included on working in colour and how to set up various palates. A section on professional standard DTP was also most welcome as were several useful appendices. The program will still only handle PAGESTREAM specific fonts but so what? There are well over 100 available, some of which are listed as Public Domain. The clip art on the Drivers disk is of a very high quality and a welcome addition to any library.

I liked version 1.6 warts and all. I am delighted with version 1.8 which seems to have greatly improved in every way. I look forward to many happy hours formatting new documents. Let me assure you Mr Editor you can fill up that grave; PAGESTREAM is up and running and better than ever. The November 1989 "AMIGA WORLD" described version 1.6 as the "Crown Prince" to PROFESSIONAL PAGE, methinks the prince is now ready to occupy the throne!

-ooOoo-

**PageStream V. 1.8, using the BOOK Font in 9 Point Size.
Printed with the new Epson LQ-2550 driver, at density 7.**

Elegance Font in 24 Point.
Courier Font 24 Point
Thames Font - **OUTLINED**
Spokane Font - **ITALICISED**

TYME Font in 12 Point Size.. Helv Font in 12 Point Size.

BASICS FOR LEARNERS - PART 7

by Mike Williams

In this article, we will continue to explore the various programs that are hidden in the drawers of your WorkBench 1.3 disk, and how they can help you.

Have you got your BACKUP COPY of the Workbench1.3 disk? If not make a copy now and boot up from the copied disk. (See part 2 of this series if you don't know how to copy a disk)

Now ... first, double-click on the Workbench1.3 disk icon to open its window.

In my previous article (Part 6), we looked at all the programs in the Utilities drawer.

In this article we will look at what's in the "System" drawer, so double click on the "System" drawer icon now to open and display its window.

Here we see 9 command or program icons.

CLI This stands for Command Line Interface and is a way of talking to Amiga's Disk Operating System (or DOS for short) using *words* instead of the icons/menus we see on the screen.

Your Amiga is a very versatile computer and allows you to give it instructions in two completely different ways:-

1. Using the WIMP environment (Windows Icons Menus Pull-down screens) which I have been discussing over the last 6 articles ... or

2. Using the more traditional (some might say old-fashioned) way by typing in your instructions, as in MS-DOS and almost all other computers' DOS.

You may notice that the CLI icon looks the same as the SHELL icon (in the main window of your Workbench1.3 disk). This is because both the CLI and the SHELL do the same thing, except that SHELL was released with Workbench1.3 as a new improved version of CLI.

The CLI program was left in for those people who don't like change (even if it's for the better) or who have got very familiar with the old CLI.

If you're one of these people, then you don't need me to tell you about it, because you already know!

If you're a newcomer, then you don't want to learn about the CLI program, because SHELL is so much better; and we will be dealing with SHELL in a future article.

DISKCOPY If you double click on this icon, you will get a nice little message on the screen about how to copy a disk.

This has been covered in Part 2 of this series (August 1989 Cursor)

FORMAT Like "DiskCopy", clicking this icon will give you brief instructions about formatting (or Initializing) a disk.

This was also covered in the first article of this series (August 1989 Cursor).

FASTMEMFIRST This command rearranges Amiga's memory list so that the computer will use Fast Memory before the normal memory, and then the CHIP memory last. This results in faster system operation.

It is used in the Startup-sequence of your Workbench1.3 disk so don't discard it. Double clicking on it now will have no effect because it is already being used.

SETMAP Allows you to change the keymap for your keyboard. The keymap tells the computer what letter to print on the screen when you press a key.

These keymaps vary for different countries and if, for example, you bought your Amiga in England or Europe you will have a physically different keyboard than the USA/-Australian one and so will have to use a different "KeyMap".

These keymaps are hidden in your "Extras" disk in the Devs drawer.

If yours is a standard Amiga, bought in Australia, you can forget "SetMap", unless you want to use the DVORAK keyboard which is called usa2.

INITPRINTER This command initializes your printer using the printer settings you set up in Preferences.

It will set everything back to normal if another program has been changing your printer settings.

NOFASTMEM This is the opposite of FastMemFirst. It tells the computer that there is no additional memory in the computer (such as the A501 memory expansion). This is sometimes needed to run very old programs (over 3 years old) which won't work with extra memory.

It works like a switch. Double click on the icon to take out your extra memory, and then double click again to return it.

MERGMEM This command merges the memory lists of two or more extra memory boards into one large memory pool.

If you don't have two or more extra memory boards, forget it.

FIXFONTS If you delete or copy some new fonts into the fonts directory or add or remove a particular size of fonts from a fonts directory, "FixFonts" will update the .font files, making them usable in such programs as NotePad or TextCraft etc.

Well, that completes the nine programs in the "System" drawer. In the next article we will be looking at the Preferences drawer.

Bye for now!

-ooOoo-

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SUPRADRIVE WORDSYNC HARDCARD

A SECOND OPINION

by Ralph De Vries

The Dec '89 issue of this newsletter carries a very positive review by Rod Williams of the *Supra Word-sync Interface*.

As I was in the market for a hard drive in my 2000, I scanned all possible articles in magazines, newsletters and Bulletin Boards.

Apart from Rod's review I found another very positive review in *Amazing Computing* (Nov '89), but this was based on an earlier version of this interface. The reviewer had a few reservations about this model, but they have all been addressed in this latest version.

The American BBS messages occasionally carry messages about the type of customer support which users can expect from hard drive- and interface manufacturers. After reading a bunch of those messages I decided to go with the Supra interface, because by and large this company has a good reputation in the area of customer support, which cannot be said for all the manufacturers in this field. This is all the more important when you consider that we are a long way from the USA.

Like Rod, I ordered my interface from Lightspeed Distributors in the USA. It took eight days to get here and cost me US\$169 for the interface, US\$35 for airfreight charges, and \$53 for customs charges. All up, after I paid my Visa card, it came to \$325; not bad compared with Commodore's 2090A interface which retails in the vicinity of \$700 to \$900.

It is not my intention to repeat Rod's review; suffice it to say that my impressions match his very closely. Like him, I also purchased a Quantum hard drive, but mine is a mere 40 Meg against his 80 Meg drive!

As I had earlier on been involved with our Pres in the installation of software on the A590 hard drive, it was not very difficult to do the same on my new drive. I've divided my drive in two partitions. DH0 carries all the Workbench stuff, as well as the programs which I use from day to day. This partition is about half full. DH1 is used for all my everyday data directories. This partition is only 30% full.

This arrangement has the advantage that, when I do my regular backup of the drive, I only have to back up DH1, as all the contents of DH0 have been loaded from 3½" disks anyhow, so there's no need to back these up.

By and large my DiskPerf2 test results were very close to Rod's, so again I won't repeat them, but for interest's sake here are a few loading times of well known programs:

DPaint III: 4 seconds (loading from a DPaint Picture file Icon)
WordPerfect 4.1.11: 5 seconds (loading from a WP Text file Icon)
PageStream1.8 (with extra fonts): 18 seconds (from Program Icon)

It's a great combination, and I am very satisfied with the overall performance of the unit.

AMIGA PUBLIC DOMAIN LIBRARY

Fish Disk 273

BattleForce - A nicely done shareware game, v. 3.61, an update to v. 3.01 on disk 205.

PennyWise - Cashbook program using an Amiga Intuition interface. Keep track of the financial transactions of a cheque, bank, business etc.

Fish Disk 274

HP11 - Emulates an HP11C calculator. V. 1.1, update to version on disk 153.

KeyBiz - Screen hack.

LookFor - A "find that file" utility which is handy for hard drives, multiple drives, and multilayered paths.

SlideMaster - A slideshow program.

Snap - A tool for clipping text or graphics from the screen, using the clipboard device. Version 1.3.

Xoper - Program to monitor and control system activity. V. 2.0, update to v. 1.3 on disk 228.

Fish Disk 275

Vt100 - Version 2.9 of the original Amiga vt100 emulator. Update to V. 2.8 on disk 138.

Fish Disk 276

Blit - This animation is Richard Addison's entry to the 1989 BADGE Killer Demo Contest.

ClickDOS - A "directory utility" type program which is reasonably small.

DateRequester - A module that provides Intuition based support for soliciting a date value from the user.

Fish Disk 277

ARTM - (Amiga Real Time Monitor) - displays and controls system activity such as tasks, windows,

libraries, devices, resources, residents, interrupts, and vectors.

Icon - A high-level programming language with extensive facilities for processing strings and lists. V. 7.5 of the public domain implementation of Icon. Update to v. 6.0 from disk 81.

LabelPrint - A program that allows you to easily print labels for your disks. V. 3.0, update to v.2.5 from disk 238.

LPE - LaTeX Picture Editor is a graphic editor for producing "pictures" for the LaTeX system. V.1.1, update to version 1.0 on disk 243.

WBAssign - A small WorkBench program that creates AmigaDOS assignments without having to open a CLI. V. 1.20.

WBRes - Program that allows WorkBench users to have resident programs, as in the resident capability of WShell, the ARP shell, and the WB1.3 Shell. Version 1.2b.

Fish Disk 278

Amiga Trek - 3 Stories which are a parody of the Star Trek Series

ASpice - Circuit Analysis Program. V.5.1, an update of Disk No.177.

Frag - Two CLI utilities that show disk and file fragmentation.

Fish Disk 279

Ash - A ksh-like shell for the Amiga. Very well documented. V 1.0.

MouseClock - A clock and free memory display utility that generates a small display tied to your mouse.

MRBackUp - A hard disk backup utility that does a file by file copy to standard AmigaDOS floppy disks. V. 3.3e, update to version 3.3d on disk 270, to fix a serious bug in that version.

MRPrint - A detabbing print utility that sends text files to either the printer device or standard output.

Fish Disk 280

Berserker - A virus detection program that can detect forms of the common bootblock and link type virus. V. 3.0+.

CM - A celestial mechanics simulator with an Intuition interface.

Graph - A program that draws mathematical functions on a plane.

Fish Disk 281

Diff - GNU diff and diff3 utilities, version 1.10. This version of GNU diff is part of the RCS package found on disk 282.

DiffDir - Compares the contents of two directories. V. 1.1, update to version 1.0 on disk 188.

FarPrint - Debugging functions for programs which don't have any links to their environment.

LoadImage - IFF ILBM reader that accepts overscanned pictures, allows you to scroll around in the bitmap if the picture is larger than the current display, works on both PAL and NTSC machines.

MRARPFFile - Extended ARP file support package that adds an orthogonal set of routines which support generalized I/O with resource tracking while using the ARP library.

MRMan - Package which contains an Amiga document reading system similar to the "man" command on UNIX systems.

Fish Disk 282

PrintHandler - A custom PRT: driver which offers easy single sheet support as well as limited data spooling.

RCS - The Revision Control System (RCS) manages multiple revisions of text files. Version 1.2, and includes source (the source to the GNU diff program used with this distribution of RCS can be found on disk 281).

Fish Disk 283

Bref - A cross reference program for AmigaBASIC code.

CWDemo - Demo version of a pop-up utility to control the color register assignments of Intuition custom screens. V. 3.2, update to v.3.1 on disk 238.

FullReset - Program to get rid of all viruses, vector modifying programs, and residents, by forcing a specific reset.

MarbleSlide - Game.

SensoPro - Memory Game.

WatchMan - A little screen hack.

Fish Disk 284

ARPTools - Group of small utility programs requiring ARP, created to address some deficiencies of the ARP CLI environment.

Back - Two programs to assist users of Matt Dillon's Backup/Restore program in making error-free VERIFIED backups onto floppy disks.

Dme - Version 1.38 of Matt Dillon's text editor. Update to v. 1.31 on disk number 169.

FileTest - Used to recursively descend the file system tree from a specified directory location.

IconTools - Here are some tools for icon tricks.

RecurDir - A recursive directory program that is useful as an aid in ZOOing files in nested directories.

Fish Disk 285

AvailMem - A small free memory counter that displays the amount of free chip and fast memory in bytes.

DynaShow - Program and example image using a dynamic HiRes technique to display up to 4096 colors in high res with overscan.

'Liner - 'Liner is a freely distributable outliner.

MSizer - A program that allows you to resize a window from any corner when holding down the left mouse button and the left Amiga key.

Plasma - A plasma cloud generator program that uses the extra half-brite mode.

Rubik - Translation to C of a Rubiks Cube solver program originally written in Basic.

Fish Disk 286

CCutils - Eight small CLI utilities that use the cclib.library shared library.

EW - Patch for Intuition OpenWindow() and CloseWindow(), creating a Mac-style frame whenever a window is opened or closed.

FastDisk - A disk optimizer providing two ways of optimizing.

S220to8SVX - Converts sound samples from a Roland S-220/S-10/MKS-100 to 8SVX IFF 8-bit samples.

Txt2Exe - Program takes a text file, creating a runnable command which will output the text.

Uedit - V. 2.5d of this nice shareware editor. Update to v.2.5b on disk 254.

Fish Disk 287

DASm - A multipass, symbolic, macro assembler for multiple target machines, including 6502, 68705, 6803, and 6811. Version 2.12.

FullView - Text viewer that uses gadgets at the bottom of the screen (thus can display text 80 columns wide). V. 1.1, update to the version on disk 242.

JPDireUtil - Directory-utilities type program.

MouseCoords - Utility which shows you the current position of the mouse pointer.

OSK - A software keyboard, which allows you to type using the mouse.

PopDir - Utility to look at the contents of a particular directory on demand. V. 1.6, update to v. 1.4 on disk 204.

Unshar - Program extracts files from Unix shar archives.

VirusX - Version 4.0 of virus detection/vaccination program.

Update to v. 3.20 from disk 216. Includes a check for the new Xeno virus.

ZeroVirus - A fully integrated virus checker and killer, with bootblock save and restore features. V. 2.01, update to version 1.3 on disk 242.

Fish Disk 288

DiskSpeed - Disk speed testing program. V. 2.0, update to v. 1.0 on disk 251.

PlotData2D - Plots data onto a custom user defined screen and window.

Scriptit - Script language that allows you to automate actions you would normally have to do manually.

Fish Disk 289

AmiGo - A Go board and player for the Amiga.

Atree - Disk utility which imitates similar utilities widely available on IBM compatibles (PC Tools, Xtree, QuickDos, etc).

LHArc - Archive program like Arc and Zoo. Version 1.0

Orbit - Plots the ground trace of satellites on a map of the earth.

TreeWalk - A command for visiting all the files of a subtree of an Amiga file system.

Fish Disk 290

DPlot - Display program for experimental data. V. 2.0, update to v. 1.0 on disk 237.

IPC - An Inter-Process Communication package to create a standard for IPC on the Amiga that is flexible enough to handle the widest possible range of applications.

KillReq - A small program which disables Intuition's AutoRequest function.

Xicon - Xicon lets you use icons to call up scripts containing CLI commands. V. 2.5, update to version 2.01 on disk 157.

Fish Disk 291

GMC - Console handler with command line editing and func.key support. Keyboard - Functions to translate RAWKEY Intuition messages into usable keycodes.

Sim - Simulator for register-transfer nets, which are used to describe hardware systems. V. 4.2, update to v. 4.0 on disk 229.

SKsh - A ksh-like shell for the Amiga. V. 1.2, update to v. 1.0 on disk 279, where it was called Ash.

Fish Disk 292

Devstat - Assembly code example of locating and listing information about all mounted devices.

FileRequest - Assembly code example of a file requester. V. 2.0, update to v. 1.0 on disk 173.

MultiPlot - A package for making 2D plots conveniently. Update to v. 1.2 on disk 231, where it was called just "Plot".

Fish Disk 293

ClockDJ - Combines a clock, mouse accelerator, screen blanker, window manipulator, function keys, and macros into a single program.

CrcLists - Complete CRC check files for disks 001-292 using the brik program. Update to the lists on disk 233.

Fish Disk 294

DNet - Link protocol that provides essentially an unlimited number of reliable connections between two machines, where each end of the link can be either an Amiga or a Unix machine. V. 2.10.13, update to v. 2.0 released on disk 220.

FmsDisk - File based trackdisk simulator, useful for creating a floppy-like partition on your hard disk (so you can diskcopy to a floppy) without actually having to create a special partition for it.

Fish Disk 295

GnuGrep - The grep program from the GNU project. V. 1.5, update to v. 1.3 on disk 204.

Lhwarp - Program which will read tracks directly from your floppy disk, compress them using adaptive huffman encoding, and output them to a file.

MandelMountains - Program that renders three-dimensional images of blowups of the Mandelbrot set.

Fish Disk 296

Comal - Demo of AmigaCOMAL (missing only SAVE), an incremental p-code compiler from Denmark.

Patch - Port of the very useful UNIX utility which applies context diffs to text files to automatically update them. An update to an earlier version on disk 129.

Fish Disk 297

Clean - Small program written in assembly code, to be used in conjunction with a cleaning disk, to clean your floppy drive heads.

DevKit - A collection of C and ARexx language programs to facilitate the software development process.

Elements - Nice interactive display of the the Periodic Table of Elements. V. 1.3, update to version 1.2a on disk 253.

Hypno - A "bouncing polygons" type program like Mackie, LineArt, and Bezier.

Jed - A nicely done, intuition--based editor. V. 1.1, update to v. 1.0 on disk 180.

SuperMenu - An information display system you can use to quickly and easily display text files with the press of a button.

WriteIcon - Sample code that creates an icon using a compiled-in image, the source of which can be created with Icon2C on disk 56.

Fish Disk 298

BBChampion - This is BootBlock-ChampionIII, a very nicely done program that allows you to load, save, and analyze any bootblock. V. 3.21, update to v. 3.1 on disk 244

DClock - A "Dumb Clock" utility that displays the date and time in the Workbench screen title bar.

Fenster - Program which can operate on windows owned by another program. V. 2.0, update to version 1.0 on disk 245.

FileMaster - File editor like NewZap or FedUp, which allows you to manipulate bytes of a file.

Fish Disk 299

Hangman - Hangman program similar to one seen on some UNIX machines.

Rxil - An ARexx interface library that makes it easy for programs to implement a complete, robust ARexx interface with minimal effort.

SceneGenDemo - Demo of program called Scene Generator, that generates very realistic looking landscapes. Program is a low cost commercial version, of the Scenery program included on disk 155.

Yacc - Port of Berkeley Yacc for the Amiga.

Fish Disk 300

SuperEcho - Program to be used with Perfect Sound-like audio digitizers.

TACL - Adventure player for games written with The Adventure Construction Language, a commercial computer language.

TitleGen - Simple script language program for generating vertically crawling title sequences in any font and up to 500 lines long.

XenoZap - Program that recursively descends into directories, disabling the Xeno virus in all executable files that it finds.

Fish Disk 301

Aquarium - Program for searching through a special database containing information about the contents of the library, in order to find programs that match a specified list of conditions.

Includes a database of disks 1-300, and a program to add the contents of future disks to the database.

IffLib - Ready-to-use library to perform various manipulations on IFF files. V. 16.1, update to v. 15.3 on disk 173.

UeditUpdate - This is a partial update to the 2.5d version of Uedit on disk 286. Disk 286 is still needed for a complete Uedit

Fish Disk 302

Chop - Program which uses a hotkey to chop a displayed screen down to a temporary maximum of 4 planes in lo-res or 2 planes in hi-res.

DiskTalk - Cute little program, like "muncho" on disk 137, which plays digitized sound samples when you insert or remove a floppy disk.

MiscUtils - Some small sound and screen hacks.

PPMore - Another "more" like utility. Reads text files that have been crunched with PowerPacker.

ProgUtils - Some miscellaneous programming utilities and examples.

QuickHelp - Utility that helps you make and display your own help files for commands.

RollOn - A "Soko-Ban" like game.

Selector - Helps you assemble programs on a boot disk and start them in a user friendly way.

TurboMandel - Fast mandelbrot program, written in a mix of C and assembly language.

Fish Disk 303

CPM - Program to compute mandelbrot via the Continuous Potential Method.

DEM - Program to compute mandelbrot via the Distance Estimator Method.

Demon - Program implements the Demons cellular automaton as described in the August, 1989, issue of Scientific American.

FixIcons - Program to scan through all files in a given volume or directory, looking for project icons and changing their default tools.

IceFrac - A fractal generator using the Diffusion Limited Aggregation algorithm.

Rocket - Another program in the long tradition of screen hacks.

ScreenZap - Utility that forcibly removes screens and windows from your system.

SnowFall - Another program in the long tradition of screen hacks for the Amiga.

Fish Disk 304

Circles - A circles pattern generator.

DocSplit - Program to split the 1.3 autodoc files into individual sub-routine files.

Gears - Program to calculate and display the gears of a multispeed bicycle. Works for bicycles with 3 to 21 gear combinations.

IRA - Allows easy calculation of future values of investment.

Lines - A color line pattern generator.

Mean18 - Two custom golf courses for Mean 18.

Multic - Formats a single column of input into multiple side by side columns.

PageCnt - Counts and displays the number of form feeds in a file, along with the length of the longest line.

Skel - A skeleton workbench application that makes writing workbench programs easier.

SuperRetLab - Prints return address labels 3-up on single-wide 3.5 inch by 7/16 inch label stock. Can

print up to 5 lines per label. Verify - Walks a directory hierarchy reading all files, reporting any files that can't be entirely.

Fish Disk 305

Fenster - Program which can operate on windows owned by another program. V. 2.1, update to v. 2.0 on disk 298.

Lhwarp - Program which will read tracks directly from your floppy disk, compress them using adaptive Huffman encoding, and output them to a file. V. 1.20, update to v. 1.03 on disk 295.

Mackie - Versatile cli/macro-key initiator based on POPCLI with a unique method of screen-blanking. V.1.4, update to 1.3 fr. disk 267.

Obsess - Obsess-O-Matic is a real-time puzzle game like Tetrix.

PrFont - Prints a sample of each font from the fonts: directory.

Reversi - The classical reversi game on an 8 x 8 square field. V. 2.0, update to v. 1.2 on disk 245.

SpaceLog - Database containing data for all of the man related space missions of the United States and the Soviet Union.

Fish Disk 306

Life - New version of Tomas Rokicki's game. Update to disk 131. REXXPlPlot - A library of C functions useful for scientific plotting on the Amiga. This is V. 0.3, an update to PlPlot v. 1.00 on disk 222.

Tree - A very simple directory tree traversal program.

Fish Disk 307

DissiDemos - Demo of Midi Sample Wrench, which provides pro sample editing features for owners of musical samplers.

FileIO - Disk based shared library to make filename selection easy for load and save routines using an

Intuition interface. V. 1.5, update to the version on disk 257.
Samp - Documentation and interface library for an IFF FORM "SAMP", 16-bit sampled sound file format.

Fish Disk 308

FReq - A general purpose file requester, which was designed to be easy to use and fast.
ScreenShare - A library and support programs that enable applications to open up windows on other applications' custom screens. V.1.21, update to version 1.2 on disk 246.
StarBlanker - Screen blanker that replaces your display with a randomly chosen animated starfield.
Vlt - Is both a VT100 emulator and a Tektronix (4014 plus subset of 4105) emulator, currently in use at SLAC (Stanford Linear Accelerator Center). V. 4.428, update to version 4.226 on disk 257.

Fish Disk 309

Bind - A binding (glue) library builder. V. 1.2, update to the version released with midilib on disk 227.
Csh - Version 4.00a of a csh like shell derived from Matt Dillon's shell, version 2.07. Update to version 3.03a on disk 223.
SKsh - A ksh-like shell for the Amiga. V. 1.3, update to v. 1.2 on disk 291.

Fish Disk 310

Mon - A machine code monitor/debugger program for the Amiga which is re-entrant and can be resident.
UUCP - An implementation of uucp for the Amiga, including mail and news. This is Matt Dillon's version 1.00 for the Amiga.

Fish Disk 311

CRobots - A game based on computer programming.

Echo - Echo is a replacement for the AmigaDOS or ARP echo command.
Etime - Etime will display the elapsed time between events.
Fortune - Will randomly display a 'fortune' selected from the fortunes file (supplied).
Incr - Will easily allow the user to keep a total count of any event run from a batch file.
PKAZip - Provides functions to create, examine, extract, test, modify, display, and print files which are in the ZIP format
Update - Is a replacement for the AmigaDOS date command, containing many options similar to the UNIX date command.

Fish Disk 312

ChinaChallenge - Game similar to Shanghai or Mahjong.
LHarc - Archive program like Arc and Zoo. V.1.10, an update to v.1.0 on disk 289.
Moonbase - You must guide a lunar lander to ferry cargo from a space station to bases on the surface of the moon.
TrackSalve - A trackdisk patch which removes all known bugs and patches of the trackdisk task to allow various enhancements.

Fish Disk 313

UUCP - Implementation of uucp for the Amiga, incl. mail and news. V. 1.03D, update to disk 310.

Fish Disk 314

A68k - A 68000 assembler. V. 2.61, update to the version on disk 186.
Zc - A full K&R C compiler based on a port of the Atari ST version of the Sozobon-C compiler. V. 1.01, update to disks 171 and 193.

Fish Disk 315

AmigaFox - Text processor with graphics capabilities.

Drawmap - Program for drawing representations of the Earth's surface. V. 2.0, update to version 1.0 on disk 229.
 Surf - Generates bezier surfaces of revolution. V. 2.0, update to v. 1.0 on disk 170.

Fish Disk 316

Formulae - Implementation of basic propositional formulae manipulation routines in Scheme (Scheme is available on disk 149).
 Iff2C - Another IFF ILBM to C converter.
 IntuiSup - Shared library which implements extensions to the Amiga operating system and graphical environment.
 Life - Another version of Tomas Rokicki's Life game. V. 5.0, update to the version on disk 306
 SmartIcon - Intuition objects iconifier. V. 2.0, update to v. 1.0 on disk 214.
 Vectors - Program to test how fast the Amiga can draw lines.

Fish Disk 317

StillStore - Program designed for freelance, corporate, and broadcast television. It loads and displays IFF images of any resolution interchangeably from a list file or as inputted directly (random access).
 Uniq - Text processor which compacts repeated adjacent lines.

Fish Disk 318

CNewsBin - Part 1 of a C News distribution for the Amiga.

Includes all the binary and text files necessary to set up and run C News.

Lhwarp - Program which will read tracks directly from your floppy disk, compress them, and output them to a file. V. 1.21, update to v. 1.20 on disk 305.

PKAZip - ZIP tool for the Amiga. V. 1.01, update to v. 1.00 on disk 311.
 WaveMaker - Is intended to give beginning music and physics students a "hands on" feel for how complex waves are made by adding a harmonic series of sine waves.
 Xoper - Program to monitor and control system activity. V. 2.2, update to v. 2.0 on disk 274.

Fish Disk 319

AHDM - Amiga Hard Disk Menu. When placed in your startup sequence, AHDM offers a ten page menu, each page having up to ten possible actions. V. 1.1a, binary only, demo version that only supports 2 pages of actions.

CNewsSrc - Part 2 of a C News distribution for the Amiga. Part 1 is available on disk 318.

Mathtrans - A very small library which replaces the mathtrans.library distributed by C.-A., for those who own an MC68881/82 floating point unit.

Fish Disk 320

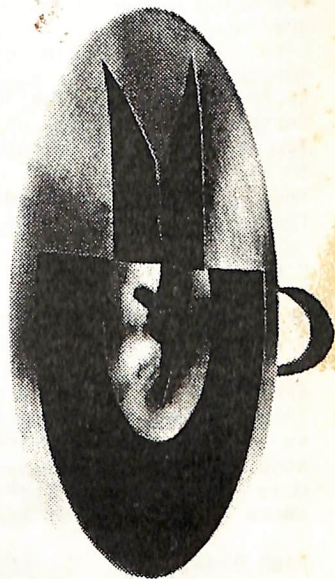
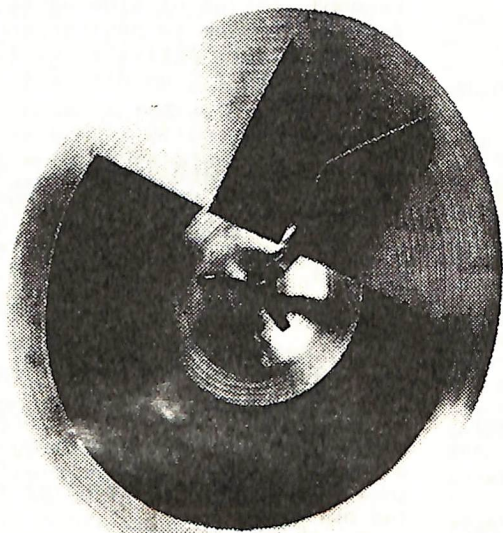
AmigaTrek - Continuation of Mike's Amiga Trek stories, as found on disk 278.

AmiOmega - Amiga port of the Omega game. Similar to hack or rogue, but is much more complex.

-ooOoo-

In next month's issue there will be further listings of new Fish disks, as well as several new TBag disks. All these disks will be available for copying at our Rosalie workshop on the 13th May. Ed.

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